Jail

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| Method | Function  Parameters | Function Description | Test No. | Test Case | Expected output | Actual Output | Pass or Fail (P/F) |
| triggerEvent() | gameBoard – GameBoard object which contains the different game elements  player – Player which landed on the Utility | The method places the player that landed on Jail in jail. | 1 | Player landed on Jail. | Player is informed they are placed in Jail with a corresponding Jail fine to be paid next turn.  The string summary of the event is returned. | Player is informed they are placed in Jail with a corresponding Jail fine to be paid next turn.  The string summary of the event is returned. | P |